

A VIDEO GRAPHICS MODULE CAPABLE OF BLENDING MULTIPLE IMAGE LAYERS

Abstract of the Disclosure

5

A video graphics module capable of blending multiple image layers includes a plurality of video graphic pipelines, each of which is operable to process a corresponding image layer. One of the video graphic pipelines processes a foremost image layer. For example, the foremost image layer may be a hardware cursor. The video graphics
10 module also includes a blending module that is operably coupled to the plurality of video graphic pipelines. The blending module blends, in accordance with a blending convention (e.g., AND/Exclusive OR blending and/or alpha blending), the corresponding image layers of each pipeline in a predetermined blending order to produce an output image. The blending module blends the foremost image layer such that it appears in a
15 foremost position with respect to the other image layers.

COPYRIGHT © 2004 BY MICROSOFT CORPORATION